WARCASTE



Rule Book

PLAYERS 2-4

AGE 12+

TIME 45 MIN

How to Win

In this world, war has consumed the galaxy. Systems burn without end. Humans and aliens who command mighty fleets into battle are known as the Warcaste – a caste of brilliant military leaders with one goal: secure victory at any cost. Who will you fight for? Claim your rightful glory, for you are among the... WARCASTE!

Destroy your opponent's territories by commanding your fleet, deploying tactics, and playing traps.

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Card Types

Unit- Units represent star ships within your fleet during battle. Units have an ATK (Attack), DEF (Deffence), and HP (Health). Units move between the zones to attack your opponents territories.

Unit (Warstar)- The strongest class of units. You may only have one warstar in play at a time.

Tactic- Tactics represent daring tactical plays that your fleet can perform and are played during your Main Phase. They have a one time effect, and are then sent to your discard.

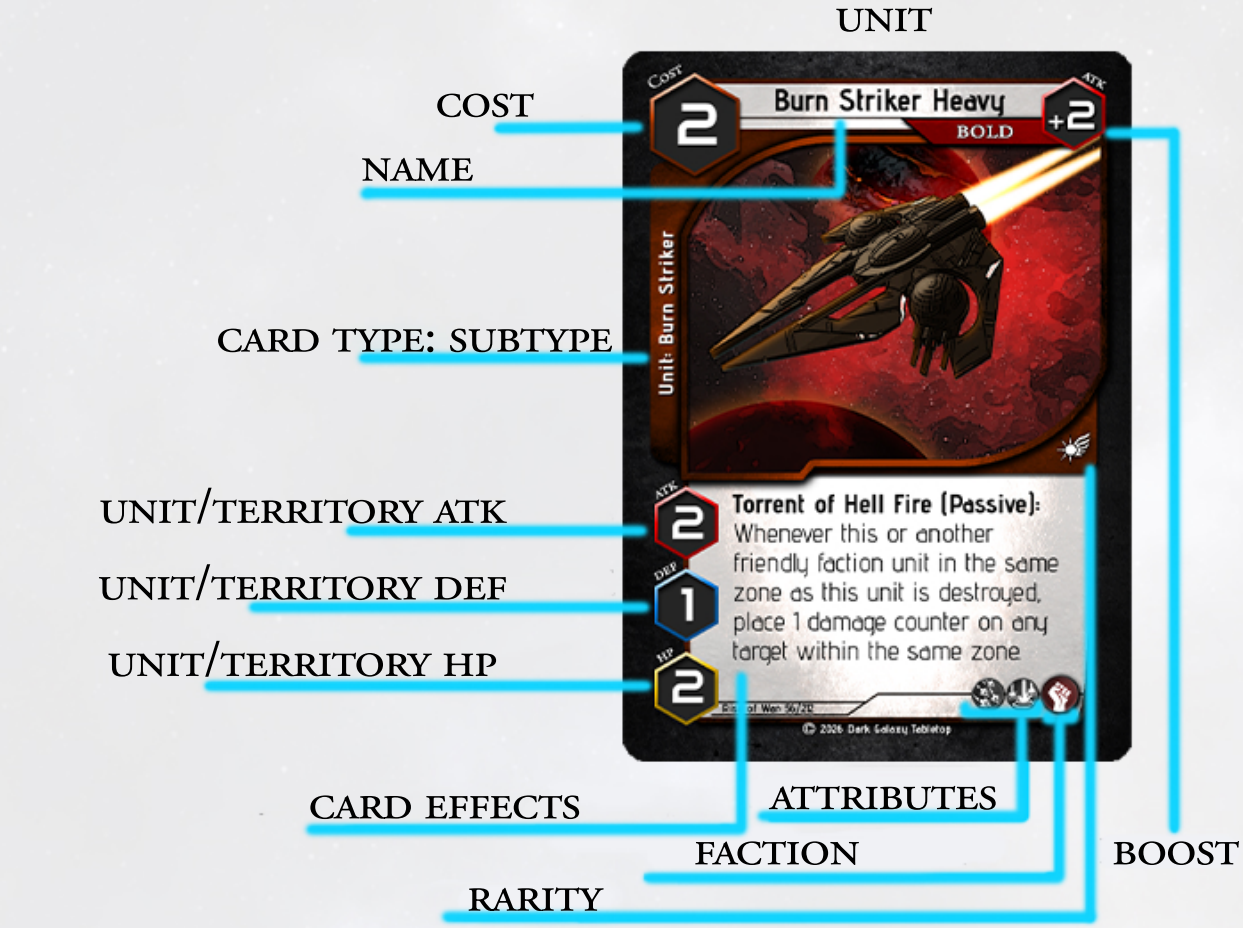
Trap- Traps are similar to tactics, but can be played at anytime from the hand after being triggered by a game event. Once played they are sent to the discard.

Territory- Territories represent planets, systems, and outposts that you control. You lose the game if your last territory is destroyed, so protect them!

Territory (Home World)- This is a powerful type of territory. You may have only one home world in play at a time.

Doctrine- Your fleet's doctrine is a special card that will determine what cards will go in your deck. It starts in play, giving you your starting hand size and a special ability to use throughout the game.

Card Examples



TACTIC



TRAP



TERRITORY



DOCTRINE



The Battlefield

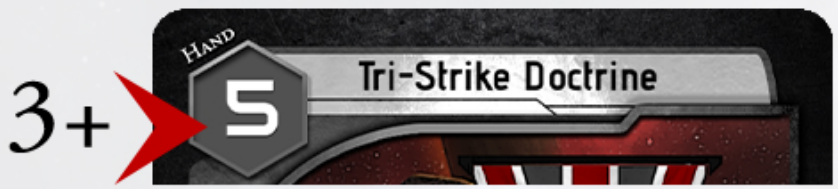


Setup

1- Each player begins the game with their pre-built 30-card deck plus a doctrine card that starts the game in play in their home zone.

2- Choose at random which player will go first (dice, or flipping a coin, etc.)

3- Each player shuffles their deck then draws 3 cards plus their starting hand size as shown on their doctrine.



4- Each player may then choose to keep their cards in hand, or shuffle their hand back into their deck and redraw the same number of cards.

5- From their hand, each player picks 3 cards of any type and places them face down in their home zone. These are treated as basic territories. (Basic territories will have a chance to be sent back to your hand later on.)

6- Each player starts the game with 5 command (CMD) points. This is the resource used to pay the cost of your cards when you play them.

- DRAW PHASE -

Any card abilities that happen at the beginning of your turn trigger first.

Then, draw a card. If you control the only units in the open zone, draw an additional card. *(If your deck is empty, you skip drawing a card.)*

Next, reset your cmd points to 5, regardless of the current amount. *(Any unused cmd points are lost.)*

Once per game, you may Overcharge your doctrine by turning it face down when your cmd points reset. If you do, you gain an additional 5 cmd points. *(While face down, your doctrine has no abilities.)* **Players cannot Overcharge on their first turn.**

Cmd points remain in your command pool, even during your opponents turn, until spent or until this phase.

Then all units and territories for each player in play have their DEF refresh to their base DEF. *(See page 14)* If your doctrine was Overcharged last turn, it is turned face up. All cards you control reset if engaged. *(See page 9)*

The first player skips their first turn's Draw Phase.

(All players start the game with 5 cmd points.)

- MAIN PHASE -

During this phase of your turn, you may take the following game actions: play any number of unit and tactic cards, play trap cards when the trigger condition is met, play territories, and engage cards.

To play a unit card, you must first pay the cards cost in cmd points. Then place the card in your home zone.

You can only have one **warstar** type unit in play at a time. You cannot play a warstar type unit if you already control a warstar. If another warstar unit enters play under your control while you already control a warstar, you destroy the new warstar.

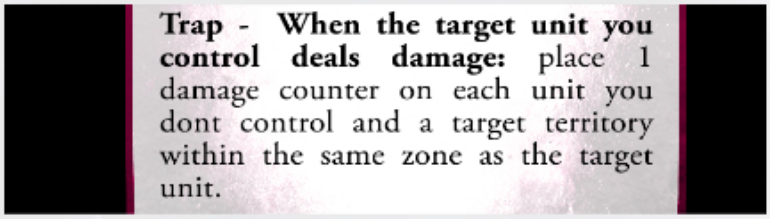
Tactics are played by paying their cost with cmd points. Once a tactic is played and its effect takes place, it is sent to the discard.

Trap cards can be played at any time (including your opponent's turn) but only when the trigger condition is met. Once a trap card is played and its abilities take effect it is sent to the discard.

You may only play a unit, territory, or tactic card, or engage a card, when no other game actions are unresolved. Trap cards may be played while other game actions are resolving.

Trap Cards

Trap cards can be played on either players turn. They are played from hand by paying their cost in cmd points. All trap cards have a trap ability. This ability includes: A bolded trigger that tells you when the trap can be played and an effect that happens immediately after it's played. Once it takes effect it is sent to the discard.



You can only play a trap card when the bolded trigger condition is met (as listed on the card). You may only play one trap card per triggered event (even if you have multiple copies of the same trap, you cannot play more than one in response to the same event).

If both players want to play a trap in response to the same trigger, the active player (the one whose turn it is) resolves their trap and all effects they control. Then the non- active player resolves their trap and effects after. (If a card is destroyed while effects are still resolving, treat it as if it is still in play until all effects from both players resolve.)

Playing Territories

Territory cards are upgrades to your basic territories.

Basic territories have 0 ATK, 0 DEF, and 5 HP.

To play a territory card from your hand, pay its cost with cmd points, then replace one of your face down basic territories or a face up territory card with the new face up territory card.

(You must replace an existing territory when upgrading. You cannot play a territory to an empty spot.)

When replacing a basic territory the face down card is sent to your hand. When replacing a nonbasic territory, the old territory is destroyed and sent to your discard.

Damage counters that were on the old (basic or nonbasic) territory carry over to the new territory.

You can only have one **home world** type territory in play at a time. You cannot play a home world type territory if you already control a home world. If a home world would enter play under your control while you control a home world, destroy the new home world.

Engaging

Some units, territories and doctrines have abilities called Engage. These cards can perform an Engage action to perform the listed ability during your Main Phase. Once they do, they become "Engaged" until your next turn.

To show a card is "Engaged", rotate it sideways. Cards you control reset (return to the upright position) at the start of your turn, at the DEF Reset step. *(See page 5)*

Cards cannot engage the turn they enter play. Once engaged they cannot perform any other action (engage, move, attack, or intercept) until they reset on your next turn.

(Doctrines can engage during the players first turn since they start the game in play.)

Some cards will engage a unit or territory as part of their ability. When a card engages another unit or territory, the unit or territory will not perform its engage action, even if it has an engage ability.

(Cards can force a unit or territory to engage, even if that unit or territory has no engage ability. Once engaged, they can no longer perform other actions, and will ready on their controller's next turn.)

- BATTLE PHASE -

After the Main Phase comes the Battle Phase. During this phase, units can perform actions to further your goal of destroying your opponents territories.

There are three different actions a unit can take during this phase. These actions can be taken in any order, but a unit can only perform each action once. (You can attack and move multiple times in a turn with different units.)

(Units cannot perform any actions if they are Engaged.)

On Your Turn: **Move, Attack**
On Your Opponent's Turn: **Intercept**

Move Action: A unit may move from one zone to an adjacent zone using this action. Units cannot move the turn they enter play.

Attack Action: Units may also attack your opponent's units or territories in the same zone using this action. Multiple units can use this action at the same time, grouping into squads (see the next page) to attack the same target. You can attack with a unit the turn it enters play.

Units cannot attack the first turn of the game.

Attacking

When taking an attack action, all units doing so must be in the same zone as the target.

Units can attack alone or in squads, but can only attack one target. (Attacks are declared and completed one at a time.)



Shown above, three units are all attacking a single unit.

Intercept Action: During your opponent's turn, after an attack is declared against a unit or territory you control, one of your units in the same zone may intercept one of the attacking units. This changes target of the attack to the intercepting unit, creating a new attack. (Abilities and traps that trigger on units attacking trigger after interceptors are declared.)

Intercepting

Opponent's units may perform an action called intercepting. Shown below a unit on the top right is intercepting one of the attacking units in the squad on the left.

Your opponent can declare a single unit to intercept one of the attacking units. (A unit can intercept, even if there is only one attacking unit.)



When a unit intercepts another unit, it removes that unit from combat with its original target.

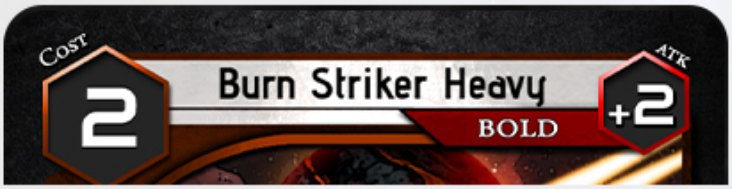
The attacking unit's target now becomes the intercepting unit. The intercepting unit's combat is decided first.

Boosting

After interceptors and damage targets have been declared, each player, with a card involved in the attack, gets a chance to boost one of their units or territories. Each player can only boost once per attack.

To boost, each player (starting with the attacking player) may select a card from their hand with a boost shown in the upper right corner. They reveal that card, and target one of their own cards involved in the attack, boosting one of the targeted card's stats for the attack. Then place the boosting card off to the side.

The targeted card gains +X ATK, DEF, or HP* shown on the boosting cards upper right corner until the end of the attack.



For example, this card would boost the targets ATK by +2.

*When you boost HP, you remove X damage counters from the card after damage is dealt, but before checking to see if the card would be destroyed. (If the card has more HP then damage counters after the damage counters are removed, it remains in play.)

At the end of each turn, each player places any cards they used to boost on the bottom of their deck in any order, then draws a card for each card sent to the bottom of the deck.

Damage

Each of the attacking units adds their ATK together as damage against the target, while the defending player picks one of the attacking units for the defending card to damage back with its ATK.

When dealing damage, a card blocks an amount of damage equal to its DEF, by subtracting its DEF from the total damage dealt. The remaining damage is dealt to the card's HP. For each damage prevented this way, the card gets -1 DEF until it refreshes during the Draw Phase of each turn. (See page 5)

(A cards DEF cannot be less than 0.)

Damage dealt to HP is recorded as Damage Counters. Damage counters stay on the unit until it is destroyed, or a card effect removes them. These can be kept track with dice, coins, or other small objects.

(Subtract the number of damage counters from a card's HP to determine its current health.)

Once a card has equal or more damage counters than HP, it is destroyed.

Destroyed cards are sent to the discard. (Face down basic territories are sent to your hand.)

Damage to Territories

When attacking a territory, damage is dealt the same way as dealing damage to a unit.

Territories cannot intercept.

Basic territories have 0 ATK, 0 DEF, and 5 HP.

When a basic (face down) territory is destroyed, it is sent back to your hand.

When a non basic (face up) territory is destroyed, it is sent to the discard.

The End Game

When the Battle Phase is over, the turn ends and the next player starts their turn.

Play continues with each player taking turns, playing cards, attacking units and territories until all of a player's territories are destroyed, and the remaining player is declared victorious.

May vs Must Effects

When a card has an ability that says you **may** do something, you don't have to do it. If a card doesn't say may, you **must** complete the action if you can. Even if it means targeting your own units or territories. For example, if a card without a may ability would damage a target unit in a specific zone and you controlled the only units in that zone, you would need to target one of your own units.

When you do... Effects

Sometimes an ability will state "Do X, when you do, effect Y happens". In order for effect Y to happen X must be completed.

For example, **Red Squadron Leader** *says- Engage: discard a card.* ***When you do****, search your deck for Tri-wing type unit. Reveal it and place it into your hand. Shuffle your deck after.* If you would be unable to discard a card, the second part of the engage ability would not take affect.

Placing vs Moving Units

Placing units into another zone does not take a move action. You can place units into an adjacent zone with a card effect *(even if its the turn they enter play)*. They can still move if they have a move action during the combat phase, and can still engage that turn *(if they entered play a previous turn)*. Placing a unit does not count as the unit entering that zone.

For example: If you use ***Karnage Colonized World*** to place a ***Tri-wing Interceptor***, that entered play the previous turn, from your home zone to the open zone, you could then use the ***Interceptor's*** engage ability to place 2 damage on a target unit.





Dealing Damage vs Placing Damage Counters

When you deal damage, the defending card blocks damage equal to its DEF, and gets -1 DEF for each damage counter prevented until the beginning of the next turn. The rest of the damage is dealt to the defending cards HP as damage counters.

When placing damage counters, you ignore the targets DEF, placing the damage counter directly on the target. Placing a damage counter does not count as dealing damage. If a card has equal or more damage counters than HP, it is destroyed.





Multiple Triggers on One Event

If both players have triggered effects from the same event, the active player resolves all of their effects first, in any order they choose.

After the active player finishes, the other player resolves their effects in order of their choice. If a single player controls multiple effects, that player chooses the order in which their effects resolve.

Each effect must fully resolve before the next one begins. If new triggers occur while resolving an effect, they go on hold until the current effect finishes. The controlling player of those new effects decides their resolution order next.

For triggered effects that require targets, the player chooses the target when the effect resolves, not when it is triggered.

If a card is destroyed or would leave play while its effects are still resolving, treat the card as in play until all effects triggered by the card finish resolving.

As an example: A player discards a unit to use Karnage Colonized World, which has an ability that lets them place a unit from one zone to another.

This discard also triggers the Specter Tabernacle's passive, which deals damage when a card is discarded.

Because both effects are controlled by the same player: they may choose to resolve the Colonized World's place effect first, moving the Tabernacle to another zone, then use the Tabernacle's damage ability to target a card in that zone.

Deck Building

When preparing for a game of Warcaste, players can use their own collection to build custom decks to fit their playstyle.

A deck must have exactly 1 doctrine card.

A deck must have exactly 30 cards, not including the doctrine card.

All cards in your deck must be compatible (share at least one attribute found at the bottom right corner of the card, next to the faction symbol) with your doctrine.

A deck may contain up to 3 copies of each card, unless that card has a boost.

A deck may contain 2 copies of each card with a matching boost.

(For example, you may have 2 copies of a *Burn Sriker Grunt* with a **Bold Boost**, 2 copies of a *Burn Striker Grunt* with a **Cunning Boost**, and 2 copies of a *Burn Striker Grunt* with a **Stalwart Boost** within your deck.)

Glossary of Abilities

Play: This ability triggers when the card enters play if it's a territory or unit, or when it is played if it's a tactic.

Place Damage Counters: This refers to placing damage counters directly on a target. When placing damage counters on a target, the targets DEF is ignored.

Place in an Adjacent Zone: This refers to placing a unit into a zone adjacent to the zone it is currently in. Placing a unit does not use its move action, and can be done the turn it enters play. Units can engage the same turn they are placed.

Trap: This ability is found on trap cards and can only be activated when the card's specific conditions are met.

Death: This ability triggers when a card is sent to the discard from play.

Passive: This ability is active as long as the card is in play.

Global: This ability is always active, no matter where the card is at. (discard, hand, deck, etc...)

Engage: This ability triggers when the card uses an Engage Action.

Friendly Faction: This ability term refers to cards that share a faction symbol with the abilities originating card.

Compatible Cards: This ability term refers to cards that share at least one attribute.



Turn Overview

Draw Phase

At the beginning of your turn abilities trigger. Then draw a card. If you control the only units in the Open Zone, draw an additional card. Reset your cmd points to 5. You may Overcharge you doctrine to gain +5 cmd points. Refresh the DEF of all units and territories. Reset any engaged cards you control.

Main Phase

Play units, tactics and territories. Engage units territories that didn't enter play this turn or your doctrine.

Battle Phase

Move units that didn't enter play this turn. Attack with units. Opponent can intercept with a unit. Both players can boost a unit during each attack/intercept.

End Phase

Each player places all cards they revealed to boost with on the bottom of their deck in any order, then draws that many cards. Any abilities that trigger at the end of turn trigger now.